GURPS: Star Wars

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Introduction
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Here are notes on using GURPS to play in the Star Wars
universe, including suggestions on converting material from
West End Games (W.E.G.)' line of Star Wars role playing game
books.

This text file mainly uses GURPS Basic Set 3rd Edition Revised,
although several other GURPS books would be useful for providing
more specialized skills, equipment, etc. in the Star Wars
science-fantasy genre: Space 2nd Edition, Ultra-Tech 2nd Edition,
Lensman, Robots, Vehicles, Cyberpunk, Psionics, Aliens (or Uplift
and Fantasy Folk 2nd Ed), Martial Arts 2nd Ed.

Although the Basic Set's psionic rules allow some emulation of the
force, some talents shown in the Star Wars movies require material
from GURPS: Psionics.

Abbreviations: B13 = Basic Set page 13
               P96 = Psionics page 96

Sections in this text file are:
    *Characters
            *Using the Force
            *Star Wars skill list
            *Aliens
            *Weapons and Equipment

Characters
==========
W.E.G Star Wars RPG 2nd Edition (SW RPG) uses several attributes.
From these attributes characters can have skills with increasing
levels of competency. The player throws a number of six sided dice,
that number depending on the attribute or skill level. The difficulty
of something being rolled for is generally derived from the
following gradation:

Very Easy
Easy
Moderate
Difficult
Very Difficult
Heroic

Keep this in mind when converting characters into GURPS. GURPS resolves
most challenges by comparing skill level and rolling three six sided dice
against a bell-shaped curve range that encourages realism.

When converting from Star Wars RPG you will also have to account for the

different basic attributes used in the games. Reflecting their utility in the genre, SW RPG includes Mechanical and Technical as basic attributes, whereas these qualities are assigned to skills in GURPS. GURPS Basic Set has several general sf genre skills; for more specific skills see the above list of GURPS books. GURPS Advantages, Disadvantages, and Skill costs are based on humans being the norm; for aliens, template packages can be created reflecting their differing characteristics.

In allowing for detailing rounded characters, GURPS uses points for some items which can be decided in the SW RPG without the player allocating dice e.g. GURPS' personality Advantages and Disadvantages and Quirks which affect the GURPS character's point total.

Here are the elements of a SW RPG character sheet with the GURPS equivalent suggested. If you aren't using any W.E.G. books, you can just read the appropiate skills, rules on using psionics for the Force, and weapon and equipment statistics:

* Name: Your Character's name

* Template Type: GURPS doesn't use template's or Character Classes, but given the Star Wars genre archetypes, you could develop templates to speed creating new characters.

* Player: This is you in the real world.

* Species: Are you Human, Ewok, Wookie, etc?

* Sex: You know.

* Age: SW RPG doesn't use points to affect age.

* Height: SW RPG doesn't use points to affect height. In GURPS above or below normal height affects your character's point total.

* Weight: SW RPG doesn't use points to affect weight. In GURPS above or below normal weight affects your character's point total.

* Physical description: SW RPG doesn't use points to affect the physical description. Your choice in GURPS. Disabilities, implants, or physical extremes (good or bad) can be an Advantage or Disadvantage in GURPS.

* Background: SW RPG doesn't use points to affect the character's background. In GURPS wealth or social status above or below the 'norm' is an Advantage or Disadvantage. For GURPS also decide on the character's literacy level.

* Personality: SW RPG doesn't use points to affect the personality. In GURPS some personality traits are Advantages or Disadvantages. Minor traits are Quirks. GURPS also alows adjusting the character's Reputation.

* Objectives: SW RPG doesn't use points to affect the objective of the character.

* Connection with other characters: Not affected by points in the SW RPG.

In GURPS consider the Disadvantages of Dependents, Duties, Sense of Duty,

Vow, and Code of Honor, and the Advantages of Allies, Ally Group, Contacts,
and Patrons.

* Attributes and skills: @= recommended skill for Star Wars genre

SW RPG's six attributes fit within a 1D to 5D range with humans having
between 2D and 4D. 2D is human average compared with about 7-10 in
GURPS. 3D is average for SW RPG characters and could be 11-14 in GURPS.
4D is above average - about 15-20 in GURPS. (See chart on B13)

From SW RPG to GURPS Attributes:
 Dexterity <--------> Dexterity (DX); Dodge and weapon skills
 Knowledge <--------> Intelligence (IQ); Boost low SW RPG Knowledge
                      (e.g. 1D to 2D) to being low to average for
                      GURPS 9-11 IQ
 Mechanical <-------> pick animal, vehicle, and starship operation skills
 Perception <-------> pick appropiate skill(s)
 Strength <---------> Strength (ST)
 Technical <--------> pick appropiate repair, programming, security skills
 base upon Strength, or your option <----> Health (HT)

To guesstimate the appropiate skill level in GURPS use the chart on B45.
Characters with amazing skill levels should probably be given more skill
subspecialty levels instead of a huge skill level in a single skill,
otherwise the GURPS combat system or QCS system breaks down. In SW RPG
11D is a heroic skill level and the maximum appears to be about 14D for
a character like Yoda. A good approximation in converting skill levels to
GURPS may be to take the SW dice number and add 9-10. For example, a 2D
skill level in the SW RPG becomes a 11-12 in GURPS.

Since GURPS Basic Set provides only general science fiction skills, while
SW RPG provides more specialized skills for common skills (e.g. languages,
blaster weapons, starship piloting, starship weapons, starship sensors,
etc.) in the Star Wars galaxy, one could abbreviate how one lists the
GURPS skill descriptions, in effect creating appropiate new skills. For
example:

instead of Beam Weapons (blaster pistol)-17 write it as Blaster Pistol-17
instead of Gunner (X-Wing laser cannons)-19 use X-Wing (laser cannons)-19

Use cinematic advantages and skills e.g. Hard to Kill advantage.

A summary listing of Star Wars skills for GURPS is in a separate section
below.

a) SW RPG Dexterity based skills

-Archaic Guns
   Black powder pistol
   Matchlock
   Musket
   Wheelock
   other weapon

In GURPS use Black Powder Weapons, Guns, Fast-Draw skills.

@-Blaster

```
    Blaster pistol
    Heavy blaster pistol
    Blaster rifle
    Hold-out Blaster
    other weapon
```

For hand held blaster weapons. In GURPS use Beam Weapons, Fast-Draw
skills and specify type.

For example Beam Weapons (Blaster pistol)-12.

-Blaster Artillery
```
    Anti-infantry
    Anti-vehicle
    Surface-to-air defense
    Surface-to-space
    Surface-to-surface
    other type
```

These weapons are heavy, fixed position weapons. In GURPS use Gunner,
Beam Weapons, Guns, and Electronics Operation (Weapons) skills and specify
type.

-Bowcaster

New GURPS skill: Bowcaster (P/A default to DX-6). The traditional Wookie
weapon. Weapon statistics for GURPS are given below.

-Bows
```
    Crossbow
    Long bow
    Short bow
    other weapon
```

In GURPS use Crossbow, Bow skills.

-Brawling Parry
```
    Boxing
    Martial arts
    other combat types
```

In GURPS use Boxing, Brawling, Judo, Karate, Wrestling skills.

@-Dodge (ranged attacks like blasters, grenades, arrows)
```
    Attacks versus weapon type
```

In GURPS use Advantages Combat Reflexes, Alertness, Double-Jointed and
Acrobatics skill. In GURPS Dodging is a combat maneuver instead of a skill.

-Firearms
```
    Pistols
    Rifles
    Machine guns
    other weapons
```

In GURPS use Guns skill for twentieth century weapons.

-Grenade

In GURPS use Thrown Weapon skill.

-Lightsaber

For GURPS use Force Sword skill but make it a Physical/Hard kill.
GURPS: Martial Arts 2nd Ed. includes material on Maneuvers appropiate
for lightsaber dueling, and a sample fighting Style for
Force-swordmanship, although a Jedi's psionic powers may make cinematic
skills like Kiai and Power Blow redundant.

-Melee Combat
    Swords
    Knives
    Axes
    Vibroblades
    Vibroaxes

In GURPS use Axe/Mace, Blackjack, Battlesuit, Broadsword, Exoskeleton,
Fencing, Knife, Net, Short Sword, Staff, Two-Handed Axe/Mace,
Two-Handed Sword, Whip skills.

-Melee Parry
    versus weapon types (e.g. lightsaber, knife)

In GURPS use Buckler, Shield skills and the appropiate Melee Combat and
Dodge skills substitutes.

-Missile Weapons
    Concussion missile
    Grenade launcher
    Power harpoons
    other weapons type

In GURPS use Blowpipe, Lasso, Spear, Spear Thrower, Spear Throwing,
Throwing skill.

-Pick Pocket

In GURPS use Pickpocket skill

-Running
    Long distance
    Short sprint

In GURPS use Running skill and see B88.

-Thrown Weapons
    Knife
    Spear
    Sling
    other weapon type

In GURPS use Axe Throwing or Knife Throwing, Thrown Weapon, Throwing
Stick skill. Also see pages B100, B114.

```
-Vehicle Blasters
   Heavy blaster cannon
   Heavy laser cannon
   Medium blaster cannon
   Medium laser cannon
```

In GURPS use Gunner or Beam Weapons skills by type.

b) SW RPG Knowledge based skills

```
@-Alien Species
   Wookies
   Ewoks
   other species
```

The knowledge of species besides yourself. In GURPS use Xenobiology
by species type, Xenology, Genetics skills.

```
-Bureacracy
   specific planet or agency
```

In GURPS use Administration, Diplomacy, Fast-Talk, Research skills.

```
-Business
   specific field, company, or trade guild
```

In GURPS use Merchant, Accounting, Administration skill.

```
-Cultures
   specific culture or group
```

In GURPS use Area Knowledge, Anthropology, Arhaeology, Architecture,
History, Philosophy, Savoir-Faire, Theology skill.

```
-Intimidation
   specific such as interrogation or bullying
```

In GURPS use Intimidation, Interrogation, Acting, Detect Lies, Psychology
skills and Reputation modifiers.

```
@-Languages
   specific species
```

In GURPS use Languages, Linguistics, Gesture, Sign Language skills.

One can encounter countless languages for species or droids within the
Star Wars galaxy, which makes having an interpreter droid e.g. C3PO
useful. For interstellar travelers, however, a standard language known as
Basic exists. Use Language skill to measure one's ability with Basic, or
for a speciality in a non-native language e.g. a human with the skill
Languages (wookie)-16. A character may be unable to speak a language but
still understand it e.g. Chewbacca understands Basic; Han Solo understands
Wookie.

Individuals who normally don't have contact with interstellar trade are
unlikely to know Basic e.g. Ewoks, but people living in communities that
have interstellar trade will either speak Basic or if they speak a native

language, probably have an equivalent literacy in Basic.

The Droid language skill (listed below) is for communication between droids/computers. For non-droids/computers e.g. humans use the Computer Programming skill or related skill by type if no audio input/output (i.e. vocoder unit) is available. For example, when C3PO talks with the Millenium Falcon's computers, or R2D2 tries plugging in and talking to another computer, they are using a Droid language skill. When Luke Skywalker understands R2D2's whistling, however, he is understanding an astromech droid's language because of his Computer Operating (astromech droid) skill.

-Law enforcement
   specific planet or group

In GURPS use Law, Criminology skills.

-Planetary Systems
   specific

In GURPS use Area Knowledge, Astronomy, Planetology, Meteorology skills.

-Streetwise
   specific planet or criminal group

In GURPS use Streetwise skill.

@-Survival
   specific climate or environment

In GURPS use Camouflage, Survival, Naturalist, Traps skills.

-Value
   specific planet's economy or product category

In GURPS use Merchant skill. Knowing the normal cost of local products could be part of Area Knowledge skill too.

-Willpower
   specific resistance against persuasion, intimidatation, etc.

In GURPS use Acting, Bard, Fast-Talk, Performance, Public Speaking, Psychology skills.

c) SW RPG Mechanical based skills

-Archaic Starship piloting
   specific ship type

In GURPS use Piloting skill by type. The common ships found in Star Wars are not considered archaic.

@-Astrogation
   specific route

In GURPS use Astrogation and Mathematics skills. For Star

Wars, astrogation is most often used in calculating efficient
hyperspace routes for interstellar travel, although commonly used
hyperspace routes will likely already exist and be available for
purchase and use with a ship's navicomputer. Piloting a ship in
subspace to avoid asteroids or during space combat does not involve
Astrogation.

-Beast riding
    specific animal species

In GURPS use Riding, Animal Handling, Packing skills.

-Capital ship gunnery
    Concussion missiles
    Gravity well projectors
    Ion cannons
    Laser cannons
    Proton torpedoes
    Tractor beams
    Turbolaser
    other weapon type

In GURPS use Gunner, Forward Observer, or Electronics Operation (Weapons,
Computers) skills by type.

-Capital ship piloting
    Imperial star destroyer or other ship type

In GURPS use Piloting skill by type.

-Capital ship shields

In GURPS use Electronics Operation skill by type. For example Electronics
Operation (star destroyer shields)-10.

-Communications

In GURPS use Electronics Operations (Communications) skill by type.
Routine use of a comlink does not need a skill throw.

Although portable holographic recorders and players are fairly common
devices, real-time holographic communication is still uncommon. On
military starships it's possible to find HoloNet devices that allow
real-time holographic communication within the ship or even at
interstellar distances. Holographic signal degradation can occur if the
starship is near a gravity well i.e planet or asteroid field.

-Ground vehicles operation
     specific vehicle type

Primitive vehicles on worlds that have interstellar trade. In GURPS
use Driving, Boating, Powerboat skills by type.

-Hover vehicles operation
     specific vehicle type

Vehicles not as advanced as repulsorlift vehicles. In GURPS use

Driving, Piloting skill by type.

-Powersuit operation
     specific type

In GURPS use Vacc Suit, Battlesuit, Exoskeleton skills.

@-Repulsorlift operation
     specific model

The most common Star Wars land vehicles e.g. landspeeders, speederbikes,
airspeeders. In GURPS use Piloting or Driving skill by type.

-Sensors

In GURPS use Electronics Operation (Sensors) skill by type.

@-Space transports
     specific type e.g. YT-1300 transport, Millenium Falcon

In GURPS use Piloting skill by type.

@-Starfighter piloting
     X-Wing
     A-Wing
     TIE Interceptor
     TIE/In
     Z-95 Headhunter
     other specific type

In GURPS use Piloting skill by type. For example Piloting (X-wing)-14.
It's possible some starfighter piloting skills could default to lower
piloting skills of similar repulsorlift vehicles.

@-Starship gunnery
     Concussion missiles
     Ion cannons
     Laser weapons
     Proton torpedoes
     Turbolaser
     other weapon type

In GURPS use Gunner skill by type. For example
Gunner (X-wing Ion cannon)-15, Gunner (TIE Laser cannon)-16, or
Electronics Operations (Weapons). Laser cannons are the most commonly
installed starship weapon.

-Starship shields

In GURPS use Electronics Operation (Force Shields) skill by type for
angling deflector shields.

-Swoop operations

In GURPS use Piloting skill by type for swoop vehicles. Using both
repulsorlift and turboblast engines these vehicles are faster but harder
to control than more commonly used landspeeders or speeder bikes.

```
-Walker operation
    AT-AT
    AT-ST
    other walker model
```

In GURPS use Driving skill by type. For example Driving (AT-AT)-12.

d) SW RPG Perception based skills

```
@-Bargain
    specific product e.g. spice
```

In GURPS use Merchant, Fast-Talk, Streetwise skill.

```
-Command
    specific troop group
```

In GURPS use Leadership, Administration, Strategy, Tactics, Teaching, Public Speaking skills and Military Rank Advantage.

```
-Con
    specific type of con operation
```

In GURPS use Fast-Talk, Acting skill.

```
-Forgery
    specific type
```

In GURPS use Forgery skill.

```
@-Gambling
    specific type e.g. sabacc
```

In GURPS use Gambling, Games, or a specific hobby skill.

```
-Hide
```

In GURPS use Camouflage, Holdout skills.

```
-Investigation
    specific environment or topic
```

In GURPS use Research or Computer Operation skills.

```
-Persuasion
    specific subject
```

In GURPS use Fast-Talk, Bard, Public Speaking, Acting, Performance skills.

```
@-Search
    Tracking
```

In GURPS use Tracking, Hunting, Orienteering skill.

```
@-Sneak
```

specific terrain type

In GURPS use Stealth or Shadowing skill.

e) SW RPG Strength based skills

-Brawling
    versus specific combat type e.g. boxing, martial arts

In GURPS use Brawling, Boxing, Judo, Karate skills.

-Climbing/Jumping
    specific to either climbing or jumping

In GURPS use Climbing, Jumping skills, and see B88-89.

-Lifting

In GURPS see B89.

-Stamina

See B134 for GURPS treatment of Fatigue, and Extra Fatigue and Extra
Hit Points Advantage.

-Swimming

In GURPS use Scuba, Swimming, or Hard-Hat Diving skill and see B91.

f) SW RPG Technical based skills

For GURPS many of the SW RPG technical skills are covered by the same
set of engineering and computing skills, depending on the challenge.
Customize these general skills by specifying a type. When using hi-tech
electronics, as is common in Star Wars use an Electronics skill type
instead of Engineering which is used for using machinery. For using
droids pick a category to specialize a skill in e.g. astromech,
protocol, probe, medical droids. Assume SW characters who grew up in
communities that have interstellar trade will have some familiarity with
basic use of technical gadgets and droids, similar to how GURPS treats
the Literacy advantage as TL advances. You can create more specific skills
by adding what TL a character's skill corresponds to when using computers
and droids.

-Armor repair
    specific type

In GURPS use Armoury and Electronics Operations (Weapons) skills and
specify type.

-Blaster repair
    specific type

In GURPS use Armoury skill and specify type, Electronics Operations
(Weapons).

-Capital starship repair

specific model

In GURPS use Computer Hacking, Computer Operating, Computer Programming,
Mechanic skill and specify model, Starshipbuilding, Electronics, Engineer,
and Physics skill.

-Capital starship weapon repair
        specific type

In GURPS use Mechanic skill and specify type, Electronics, Engineer,
Computer Hacking, Computer Operating, Computer Programming, skills.

-Computer programming/repair
        specific model

In GURPS use Computer Hacking, Computer Operating, Computer Programming,
Mechanic skill and specify type, Electronics skills.

-Demolition
        specific type of target

In GURPS use Demolition, Underwater Demolition, Engineer skills.

-Droid programming
        specific type

In GURPS use Computer Hacking, Computer Operating, Computer Programming,
Electronics skills.

-Droid repair
        specific type

In GURPS use Computer Hacking, Computer Operating, Computer Programming,
Mechanic skill and specify type, Electronics skills.

@-First aid
        specific species

In GURPS use First Aid, Veterinary, Diagnosis skills.

-Ground vehicle repair
        specific model

In GURPS use Mechanic skill and specify type, Electronics, Engineer skills.

-Hover vehicle repair
        specific model

In GURPS use Mechanic skill and specify type, Electronics, Engineer skills.

-Medicine [requires First Aid]
        Medicine field
        Cyborging
        Surgery

In GURPS use First Aid, Veterinary, Diagnosis, Physician, Surgery, Genetics,
Physiology, Electronics Operation (Medical) skills.

Bacta tanks are often used to heal damage and infections. They will be operated only by licensed physicians or specialized droids. For limb loss, bionic body parts are often used (see GURPS: Cyberpunk).

Sophisticated prosthetic and bionic technology exist. Bacta tanks are not miracle devices and individuals with severe body trauma may only live if they use life support mechanisms e.g. Darth Vader. Possibly reprecussions from the Clone Wars discouraged further research and use of technologies involving live tissue repair. Where available, cloned body parts may take about 3 weeks to grow.

-Repulsor lift repair
    specific vehicle type

In GURPS use Mechanic skill and specify type, Electronics, Engineer skills.

-Security
    type of device or lock

In GURPS use the Lockpicking, Electronics (Security Systems) skill.

-Space transport repair
    specific vehicle type

In GURPS use Mechanic skill and specify type, Electronics, Engineer skills, Computer Hacking, Computer Operating, Computer Programming.

-Starfighter repair
    specific model

In GURPS use Mechanic skill and specify type, Electronics, Engineer skills, Computer Hacking, Computer Operating, Computer Programming.

-Starship weapon repair
    specific weapon type

In GURPS use Mechanic skill and specify type, Electronics, Engineer skills, Computer Hacking, Computer Operating, Computer Programming.

-Walker repair
    specific model

In GURPS use Mechanic skill and specify type, Electronics, Engineer skills.

* Move: In SW RPG meters per round. In GURPS speed is derived from the HT and DX basic attributes and is based on yards per second. The GURPS move score is derived from the character's speed.

Using the Force
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* Force Sensitive: y/n in SW RPG

The galactic life energy creates and nurtures a form of energy that some call the Force. An individual who is "force sensitive" can attune and channel this energy with what appears to be magical results. An individual

who uses this power out of anger or seeking personal power is said to be
following the Dark Side of the Force, and will become corrupted. Areas can
be felt to be strong in either the Force or influences of the Dark Side,
in a manner similar to how GURPS treats mana levels for using magic.

Use the GURPS Psionic system and Advantages, Disadvantages, and Skills to
model the Force, including material in GURPS: Psionics.

The GURPS psionic power levels determines how sensitive one is to the
Force. Apparently hereditary influences Force power levels. For example,
the force is said to run strong in the Skywalker family. It's
possible a force sensitive individual could vary in the level and
number of force powers they have. So far it seems the Force provides no
Teleportation powers. Astral Projection and Psychic Vampirism are
unlikely too. Maybe individuals following the Dark Side have Psychic
Vampirism powers (e.g. the Dark Empire comic series and corresponding
SW RPG sourcebook).

A character who does not recognize they have Force abilities may have the
GURPS Advantages Common Sense, Danger Sense, Intuition, or Luck.

A Jedi cannot have Bad Temper, Berserk, Bloodlust, Bully, Compulsive
Lying, Greed, Intolerance, Megalomania, Pyromania, Sadism without being
drawn to the Dark Side. The Jedi Code says Force powers must be used
for knowledge and defense, not to attack.

Here is a sample template for a Force Sensitive character who wants to
be a Jedi. The template does not include possible items like the combat
Maneuvers listed in Martial Arts 2nd Ed:

 a) Advantages - Many latent Advantages that sharpen the senses and
     reflexes are possible depending on the GM's discretion.

    Empathy (15 points) (see the TP skill Emotion Sense)
    Allies (other Jedi) (point cost variable - unlikely before the
                         Battle of Endor)
    Alternate Identity (characters before the Battle of Endor)
    Destiny (optional)
    Luck (15 or 30 points) [for modeling when a Jedi
                                    concentrates on an action]
    Reputation (varies)

 b) Disadvantages
    Vow (-15 points) repeated violations may mean the Jedi is shifting to
                     the dark side.
    Duty to the Old Republic, Rebellion, New Republic (-10 points)
    Enemies: Empire (-40 points if after the Old Republic and before
                     the Battle of Endor, -20 after)

 c) Force Sensitive (Psionic Power Advantages)
    Telepathy (TP) (5pts/level)
    Psychokinesis (PK) (5pts/level)
    Electrokinesis (5pts/level) [in GURPS: Psionics]
    Extra-Sensory Perception (ESP) (3pts/level)
    Healing (3pts/level)
    Antipsi (3pts/level)

d) Force Skills (M/H)
    No skills for starting characters until they get training from a
    Jedi Master or practice. Beginning Jedi may have Limitations on their
    skills (B175-176 or the revised rules in GURPS: Psionics). A Jedi trying
    to use the Force in an area strong in the Dark Side should have their
    skill roll appropiately modified.

Telepathy: Attack skills are taught after the other skills. i.e. a Jedi
Master will not teach Mental Blow, Sleep, Mindwipe, and Telecontrol until
after teaching other TP skills. Mental Stab and Mind Sword may not be
possible with the Force or Jedi Code. Use the Emotion Sense skill to detect
whether another person follows the Jedi Code or has accepted the Dark Side.
Psi Sense skill can determine whether an area is strong in the Dark Side.
Especially if you accept the Dark Empire comics as canon, the Telesend
and Telereceive skills can be used at interstellar distances to get at
least surface thoughts between two Jedi with high Power levels.

Psychokinesis: Since these skills can be used to attack, a Jedi Master is
unlikely to begin with these skills. For the Levitation skill, since the
Star Wars movies show no user of the Force capable of flight, do not
increase the effective power level by 10 as usually done. Of course maybe
individuals like Ben Kenobi and Yoda could 'fly' but never did so as not
to attract attention. Levitation provided by the Force may be limited to
causing increased leaping ability.

For Telekinesis skill, however, do use a muliplier such as 10 to adjust
the chart on page B172 to allow for lifting heavy objects like a X-Wing
fighter without needing amazing Psychokinesis power levels. For
Telekinesis also try linking the skill level to how much of one's power
level can be used, so that one with low Telekinesis skill is limited in
how much weight can be moved.

ESP: It's possible Jedi's don't learn Psychometry. Precognition is a
limited skill even for a Jedi Master like Yoda.

Some Jedi Masters who die naturally or are killed have their bodies fade
away but their spirit lives on and they can contact people or appear as
a luminous being. To emulate this use the 'Being of pure thought'
Advantage (P96). This may not be available to followers of the Dark Side
who die unrepentant.

  e) Skills
    Force Sword - use for the traditional Jedi weapon: the lightsaber.

* Force Points: In SW RPG can alter dice roll; not applicable in gurps

* Dark side points: Not applicable in GURPS.

* Character Points

* Injuries: In SW RPG damage results in changing a character's health
status e.g. wounded, incapacitated, mortal. In GURPS injuries affect HT
or cause fatigue.

* Special abilities: e.g. aliens, jedi, customized to your choice.

GURPS: Star Wars skill list

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Here is a listing of skills and skill types useful for Star Wars
type adventures:

Weapons skills (name, difficulty, defaults)
  Hold-out Blaster P/E DX-4
  Sporting Blaster P/E DX-4
  Blaster Pistol P/E DX-4
  Heavy Blaster Pistol P/E DX-4
  Carbine Blaster P/E DX-4
  Stormtrooper Blaster Rifle P/E DX-4
  Sporting Blaster Rifle P/E DX-4
  Wookie Bowcaster P/A DX-6
  Lightsaber P/H DX-5, Broadsword-3, Shortsword-3, Fencing-3
  Fast Draw: Hand Blaster P/E
  Fast Draw: Lightsaber P/E

Piloting skills
  Piloting (aircraft type) P/A IQ-6
  Piloting (contragravity type) P/A IQ-6
  Piloting (spaceship type) P/A IQ-6
  Piloting: X-Wing P/A IQ-6
  Piloting: Y-Wing P/A IQ-6
  Piloting: TIE/In P/A IQ-6
  Piloting: TIE Interceptor P/A IQ-6
  Piloting: Imperial Star Destroyer P/A IQ-6
  Piloting: Mon Calamari Star Cruiser P/A IQ-6
  Piloting: Corellian Corvette P/A IQ-6
  Piloting: Nebulon-B Frigate P/A IQ-6
  Piloting: Stock YT-1300 Transport P/A IQ-6
  Piloting: Stock Ghtroc Frieghter P/A IQ-6
  Piloting: Imperial Customs Light Cruiser P/A IQ-6
  Piloting: Scout Ship P/A IQ-6
  Piloting: Capital Class Ship P/A IQ-6
  Piloting: Starfighter Class Ship P/A IQ-6
  Piloting: Transport Ship P/A IQ-6
  Piloting: Cloud Car P/A IQ-6
  Piloting: Repulsorlift P/A IQ-6
  Piloting: Swoop P/A IQ-6
  Driving: Landspeeder P/A IQ-5 DX-5
  Driving: AT-AT P/A IQ-5, DX-5
  Driving: AT-ST P/A IQ-5, DX-5

Electronics Operations Skills
  Elect. Oper. (Bacta Tank) M/A IQ-5, Electronics-3
  Communications M/A IQ-5, Electronics-3
  Computer Operations M/A IQ-5 Electronics-3
  Starship Shields M/A IQ-5 Electronics-3
  Starship Sensors M/A IQ-5 Electronics-3
  Holographics M/A IQ-5 Electronics-3
  Medical Electronics M/A IQ-5, Electronics-3
  Security Systems Operations M/A IQ-5, Electronics-3
  Sensors Operations M/A IQ-5, Electronics-3
  Weapons Electronics M/A IQ-5, Electronics-3

  Gambling (Sabacc) M/A; IQ-5, Mathematics-5
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  Strategy (space) M/H IQ-6, Tactics-6

  Armoury: Beam handguns M/A IQ-5
  Armoury: Spaceship Weaponry M/A IQ-5
  Armoury: Spaceship Armour M/A IQ-5
  Mechanic: Sublight Drive M/A IQ-5 Engineer: Sublight Drive-4
  Mechanic: Repulsorlift M/A IQ-5 Engineer: Repulsorlift-4
  Mechanic: Hyperdrive M/A IQ-5, Engineer: Hyperdrive-4
  Mechanic: Droids M/A IQ-5, Engineer: Droids-4
  Engineer: Sublight Drive M/A
  Engineer: Repulsorlift M/A
  Engineer: Hyperdrive M/A
  Engineer: Droids M/A
  Engineer: Fusion Reactors M/A IQ-5
  Engineer: Fission Reactors M/A IQ-5


  Star Wars: Basic; M/A
 (Alien Language skill difficulties are for humans)
  Wookie (human); M/VH
  Jawa (human); M/VH
  Ewok (human); M/VH
  Droid (by type); M/H
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Aliens
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Here are comments and templates for nine alien races based on WEG Star
Wars RPG 2nd Ed Rulebook, Galaxy Guide 4: Alien Races, Star Wars
Sourcebook, and Dark Force Rising Sourcebook. The GURPS versions were
created using the Basic Set and GURPS: Fantasy Folk 2nd Ed for guidance.
Although Fantasy Folk was used many of the abilities are from the Basic
Set. The abilities not found in the Basic Set may be adapted from
abilities listed in GURPS: Aliens, GURPS: Uplift, or GURPS: Supers 2nd
Ed.

Since most bipedal humanoid aliens in Star Wars appear close to humans
in ability, templates are more useful for the non-humanoid races. Costs
such as having the Empire as an Enemy, Area Knowledge, and likely weapon
skills are not included in the templates.

Ewoks

Ewoks are found on the forest moon of Endor. They average about 3' tall,
and are covered with fur, making them look like teddy bears. Compared
to humans they have a better sense of smell, but possibly worse eyesight.
Most Ewoks have had limited contact with aliens until after "Return of the
Jedi", so native Ewoks are unlikely to know Basic, and will rely on their
primitive technology.
Example: Wicket

ST -2 (-15); DX +1 (10); Primitive -6 (-30); Stealth @ DX (2); Survival
(Woodlands) @ IQ (2); Acute Taste/Smell +1 (2) (or Discriminatory
Smell (15)); Curious (-5); Musical Ability (1)

Hutts

Hutts are large slug like creatures with a large head and two small arms.

Their skin is very tough, providing protection. Without mechanical aid, they move slowly. Compared to humans they are long-lived, taking 130 years to approach normal human intelligence. They now live mainly on the planet Nal Hutta, although Hutt traders with accompanying staff can be found through the galaxy.
Example: Jabba

ST -1 (-10); HT +2 (20); DR +2 (6); Amphibious (10); Extended Life Span (30); Lame (one leg) (-25); Fanaticism (-10); Inconvenient Size (-10); Reputation -2 (-10)

Jawas

Jawas are short rodent like beings found on Tatooine. They know Basic but speak their own secretive trading language, and are considered rather odious, which is irritating when their curiousity causes them to clamor over a piece of coveted machinery. Natural enemies are Tatooine's krayt dragons and Sand People.

ST -2 (-15); HT -2 (-20); Cowardice (-10); Curious (-10); Odious Racial Habit (-10); Alertness (5); Night Vision (10)

Mon Calamari

The Mon Calamari (or Calamarians) are a peaceful bipedal race with domed heads and large eyes who, like the Wookies, found their planet taken over by the Empire. Their strength, dexterity, and perception are slightly improved (+1) when in moist environments, and slightly reduced (-1) when in dry environments. They can concentrate on a task without being easily distracted.
Example: Admiral Ackbar

Amphibious (10), Gills (10); Pressure Support (10); Dark Vision (underwater) (25); Prefers moist environment (-1)

Noghri

Found by the Empire on the planet Honoghr, this bipedal race is hairless, grey-skinned, with developed muscles and reflexes that made them useful as assassins. They have a honor code similar to the Wookies. Although more familiar than Ewoks with some technology like starships because of contact with the Empire, the Noghri's native culture remains primitive.

Claws (15); Teeth (5); Alertness (5); Combat Reflexes (15); Code of Honor (-10); Brawling @ DX (1); Stealth @ DX (2); Fearlessness (2); Primitive -6 (-60)

Rodians

These green-skinned bipedal beings have insect-like eyes and a snout. Culturally, they became enamoured to hunting prey as sport, and now are commonly found working freelance or under contract as bounty hunters. Unlike the Noghri, they have little physically to aid in hunting so as bounty hunters Rodians rely on good weapons. They have their own language but know Basic.
Example: Greedo

DX +1 (10); Cowardice (-10); Reputation -3 (-15); Obsession (getting prey) (-5)

Sullustans

From the planet Sullust, these mouse eared humanoids have a reputation as good navigators. Their planet's hazardous environment has caused them to have heightened senses from living underground.
Example: Nien Nunb

Absolute Direction (5); Absolute Timing (5); Acute Hearing (2); Acute Vision (2); DR +2 (6); Reputation (5)

Tusken Raiders

The Sand People of Tatooine are a nomadic group. They cover themselves in cloth strips, and ride the bantha. For weapons they occasionally use blaster rifles, but more often a hand made double-edged axe known as a "gaffi stick". For weapon statistics of a gaffi stick, use the Great Axe or Scythe in the Basic Set depending on the components used to make the gaffi stick.

Wookies

Wookies are strong and intelligent arboreal creatures from the planet Kashyyk. They average 6' tall and are furred. Although clawed, their code of honor prohibits use in attacks. For attacks they instead favor their native bowcaster or other weapons. Their code of honor includes having a 'life-debt' to someone who saves their life. Their reputation is as short-tempered fierce fighters. They commonly know Basic, although they physically cannot speak it.
Example: Chewbacca

ST +2 (20); HT +2 (20); Code of Honor (-10); Bad Temper (-10); Reputation -2 (-10); Brawling @ DX (1)

Weapons and Equipment
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* Equipment

Generalizing on a Tech Level for a specific setting can be difficult. Most items in Star Wars correspond to a GURPS TL of 9, although some items go up to TL 11.

    Breath Mask: $200, 4 lb
    Comlinks: $100 (personal model allows signal from ground to low
              orbit, or about 50 miles), $400 (military), under 1 lb.
    Datapads: paper notepad equivalent $30, 1 lb
    Glow Rods: powerful flashlights 2 lb, $35
    Macrobinoculars: magnify x7 image up to one mile $450, 3 lb
    Medpacs: equivalent to Doctor's black bag (B212), $375, 5 lb
    Recording Rods: cylinders that can record and store a voice
                    for 100 hours. $150, 1 lb

* Weapons

Star Wars uses these personal combat weapons. Under the Empire
the society Control Rating ranges from 4-6, usually 5.

Blasters: Blasters fire a combination laser/particle beam. Many
blasters can be set to stun instead of kill, and most blasters
sold to the general public only have a stun setting. When hit by
a blaster set to stun, roll against HT-5. A failed HT roll means
the person is stunned for about 10 minutes. Blasters set to stun
still create a recoil.

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                Type/DMG/SS/Acc/.5D/Max/Wt/Rof/Shots/ST/Rcl/Cost/TL
Blaster pistol: Imp/6D/10/6/-/300/2/2/100-C/8/-1/2000/9
        The most commonly used blaster.
Heavy blaster pistol: Imp/8D/11/4/-/175/2/3/25-C/8/-1/2500/9
        A more poweful version, often illegal, and the type
        preferred by Han Solo.
Hold-out Blaster: Imp/4D/12/8/-/100/1/1/20-C/7/-1/1000/9
        Small and easy to conceal blaster.
Sporting Blaster: Imp/4D/12/6/-/200/1/1/50-C/7/-1/1250/9
        Small blaster often used for personal defense. The type
        used by Princess Leia at the beginning of "Star Wars".
Blaster rifle: Imp/12D/14/13/400/800/10/3/1000-C/9/-1/4000/9
        The type of blaster rifle used by the Emperor's
        stormtroopers.
Blaster carbine: Imp/10D/17/10/350/700/7/2/100-C/9/-1/3000/9
Sporting blaster rifle Imp/11D/15/5/350/800/8/3/1000-C/9/-1/3500/9
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Bowcaster: Imp/6D/11/4/STx15/STx20/8/1/50-C/12/-1/1000/9
        Sold only to Wookies. The Wookie bowcaster fires explosive
        projectiles enveloped in energy.
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Fragmentation grenade: does 6Dx2 of concussion damage and 2D of cutting
                       damage. The fragmentation radius is 11 yards.
                       $500. 1 lb.
Thermal detonator: does 14Dx2 of concussion damage and 5D of cutting
                   damage. It can demolish a small building. $4500.
                   1 lb.
Vibroaxe: Imp/Cut damage. Add +1D (5) to the regular axe damage
          statistic. Uses a B cell. $2000.
Vibroblade: Imp/Cut damage. Add +1D (5) to the regular short sword
            damage statistic. Uses a B cell. $1000.

Lightsaber: See page B50. Allow a C power pack to run 10 minutes. If
used by someone without Force Sword skill they have a -4 to their DX roll.
Lightsabers are not sold. Most are hand crafted by the Jedi who will use
it. Traditional weapon of the Old Republic's Jedi Knights, lightsabers
are now rarely seen or recognized by the general public.

Armor: Star Wars armor commonly protects against crushing and
       cutting attacks, but less well against blaster's impaling
       fire. Rebel armor is similar to GURPS kevlar.

                Rebel blast helmet: PD 2 DR 8 (against blaster weapons
                                    PD 1 DR 4) $100
     Rebel blast vest: same as blast helmet $300
     Stormtrooper armor: PD 5 DR 25 (against blaster weapons
                                     PD 2 DR 10)

DX-based skills roll at -1
Cost: $4000 on the black market.
Consisting of a black layer that protects against temperature extremes, and a white outer layer that protects against blaster fire, stormtrooper armor acts as an environmental suit, and with a standard air supply can act as a vacc suit for emergencies. The helmet includes a comlink for radio communication and a separate speaker unit for talking with people in person.